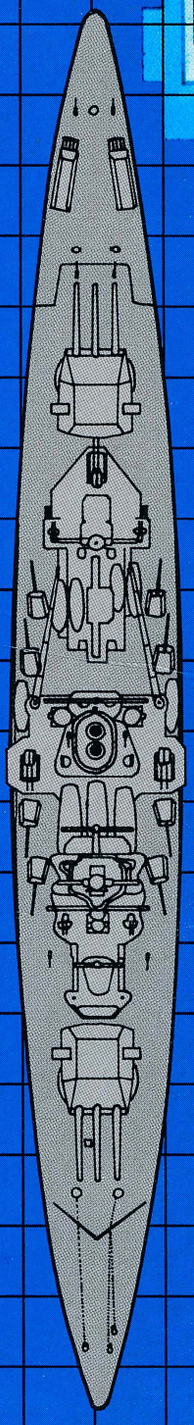
# PURSUIT OF THE GRAF SPEE™

A COMPUTER STRATEGY SIMULATION OF WORLD WAR II'S FIRST GREAT NAVAL BATTLE



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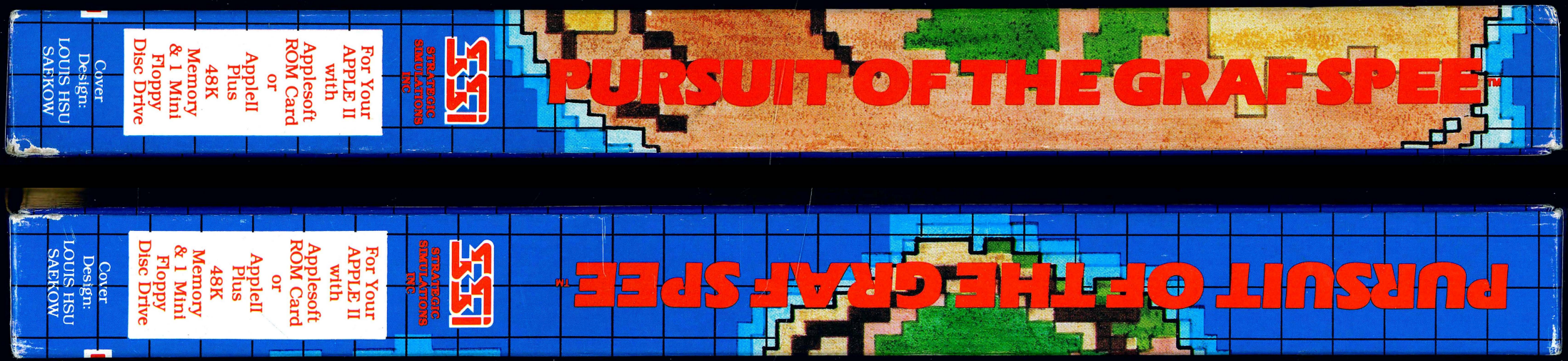
PURSUIT OF THE GRAF SPEE™
SSI
STRATEGIC SIMULATIONS INC
For Your APPLE II with Applesoft ROM Card or AppleII Plus 48K Memory & 1 Mini Floppy Disc Drive
Cover Design: LOUIS HSU SAEKOW

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**PURSUIT OF THE GRAF SPEE™ is designed by Joel A. Billings.**

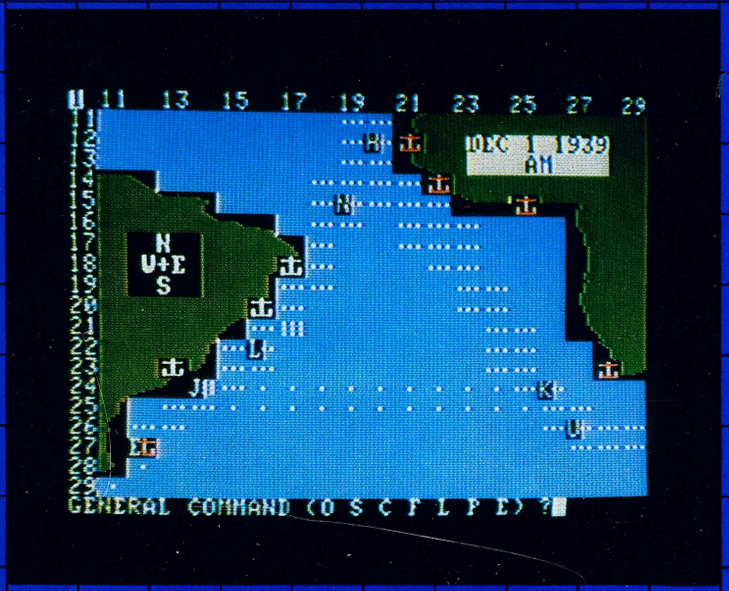
☐ Playing Time: 1 to 2 Hours ☐ Intermediate Level

- ☐ Computer-controlled mapboard of the South Atlantic.
- ☐ Hidden movement; varying weather conditions.
- ☐ Fuel restrictions and refueling at sea.
- ☐ Shadowing and tactical ship-vs.-ship combat using guns and torpedoes.
- ☐ Option to resolve battles using your own naval miniatures.
- ☐ Campaign game (Dec. 1, 1939) and Battle of the River Plate (Dec. 13).
- ☐ Two-player and computer-as-opponent (solitaire) versions.
- ☐ Ability to save game in progress for resumption later.

# BEFORE BISMARCK, THERE WAS THE GRAF SPEE.

When we first introduced **Computer Bismarck**™, it caused quite a stir among strategy gamers. It now stands as one of the most successful computer simulations ever made.

Where Computer Bismarck re-created the epic hunt for Hitler's most powerful warship, PURSUIT OF THE GRAF SPEE™ pays tribute to the first great naval battle of World War II.




This game takes you back to the South Atlantic of 1939, where **you** command the Graf Spee in its deadly mission to sink enemy merchant vessels while evading the Allied fleet. Or direct twelve patrolling British and French warships to search for and destroy this scourge of your shipping lanes.

Like its famous older brother, PURSUIT OF THE GRAF SPEE has all the thrill and excitement of the chase, heightened by historical accuracy and richness of detail. It provides complete ship ratings for speed and strength, fuel restrictions, and refueling capabilities. Realistic rules such as varying weather conditions govern sighting and visibility.

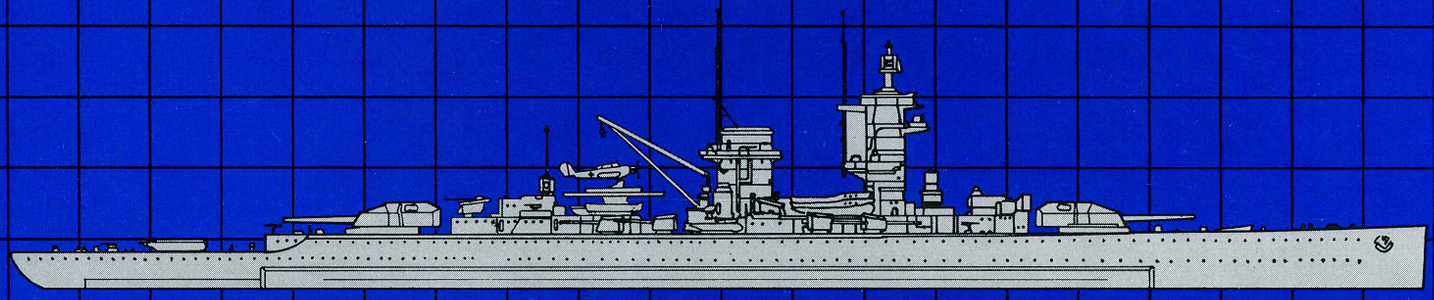
However, we've added a remarkable tactical combat system. Like a real naval battle, firing is done from individual sets of guns, each with differing characteristics and accuracy. Torpedoes are also at your disposal. When it comes to calculating ship damage and its effects on firepower, communications and speed, you simply leave all the work to the unerringly fast computer.

There's even a feature that nicely bridges the innovation of computer wizardry and wargaming tradition: You can resolve all battles by using your own World War II naval miniatures. Just enter the results of your off-line combat and the computer will incorporate them into the strategic game.

The game contains two scenarios, all played on a 19-by-19 square-grid map of the South Atlantic displayed in colorful Hi-Res graphics. The first goes from December 1st to the 25th, which recounts the entire historic chase. Here, shadowing, pursuit and elusive maneuvers are your primary concerns.

The second simulates the Battle of the River Plate, where the Graf Spee — already located — must deal with the Royal Navy's Exeter, Ajax, and Achilles.

Finally, the solitaire scenario lets you match wits against the computer as it directs the Graf Spee. At the end of the game, Graf Spee's path will be displayed, a pleasant elucidation and consolation for those who weren't able to locate this elusive prey.

We wish you the best of luck on your hunt.

GAME CONTENTS:
5¼" Program Disc
Rule Book
2 Data Cards